









Solving the Mystery Means Visiting the Dark Pit of Your Soul





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HANDLING YOUR SATURN DISC • The Sega Saturn Disc is intended for use exclusively

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to edge. Never use solvents or abrasive cleaners.

- with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
 Do not leave it in direct sunlight or near a radiator or other.
- source of heat.

 Be sure to take an occasional recess during extended play,
- to rest yourself and the Sega Saturn compact disc.

 Keep your Sega Saturn compact disc clean. Always hold by
 the edges and keep it in it's case when not in use. Clean with
 a lint free, soft dry cloth wiping in straight lines from center

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptom while priors are some priors of the properties of the

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STORY

The year is 1997. It's the dead of night in Los Angeles. There has been a mass murder at a general hospital on the outskirts of town. The perpetrator is the director of the hospital,



up in the bospital and taken a number of patients as bostages. The police are belpless, unable to move in. Richter's only daughter, Laura Harris, hearing of the situation, rusbes to LA from San Francisco, and drives alone to the tragic scene at the bospital grounds... Will Laura be able to penetrate the riddle of ber transfigured father?







 Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1. NOTE: D™ is for one player, and uses two discs. Midway through the game you must switch discs.

2. Place Disc 1 of D^{∞} , label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn". The Sega Saturn" logo appears on screen. (If nothing bappens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on screen Control Panel.





Important: Your Sega Saturn "
CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn" system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

A mass murder bas taken place...

Warning:

This game bas no save function, but requires 5 units of internal back-up RAM. When playing this game on a wide screen TV, part of the screen may not be displayed.

OPERATION

display items



ITEM DISPLAY

Items are displayed with the LEFT and RIGHT SHIFT BUTTONS. Press the A BUTTON to select. The item display can be turned off with the B BUTTON. (The C. X. Y and Z buttons are not used).



ACTION

Throughout the game, you will come upon numerous items that can be manipulated in a variety of ways. Everything is potentially helpful or harmful, so be on your toes. The A BUTTON is used to touch, open, take or move things. Use the D-PAD to move in the direction you wish to go.



GETTING STARTED

After the opening introduction, the Title Screen appears. You can press START at any time during the introduction to bring up the Title Screen. From the Title Screen, press START. You're ready to explore the borrible mystery waiting in the bospital...







EXPLANATION OF RULES

1) Time Limit Due to its story, this game has a two hour time limit. Laura, the protagonist, enters the bospital at 3 o'clock, but at 5 o'clock the other world is closed off, so the game terminates. Be aware of the time while you are blaving this game.

Note: In keeping with the time limit, this game does not contain a pause feature.



2) Multiple Endings This game bas multiple endings, which vary depending on the action of the protagonist. We hope you will play, without giving up, until the words "THE END" appear.



3) Two CD Set This game comes in a two CD set, so midway through the game the player must switch from the 1st to the 2nd CD. Change CDs according to the instructions on the screen.

Taking and Using Items

When an item is necessary, it is automatically taken when it is found. To use an item, first display items on the screen with the LEFT and RIGHT SHIT BUTTONS, set the item to used by moving left and right with the direction buttons, and then press the A BUTTON.



ITEMS WHICH LAURA HAS FROM THE BEGINNING

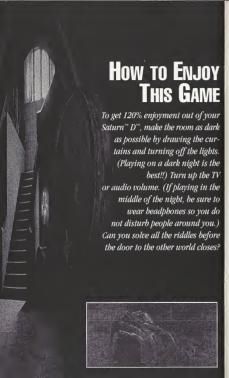
Clock: Lets the player know the current time.

Compact: Gives the player hints on the game.









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